

GAME CHANGING GAMES

04 OCT-01 NOV.2021

+INFO: www.run-eu.eu
Organized by FHV and IPCA

PROGRAMME DESCRIPTION/OBJECTIVE

The complexity of global challenges is constantly rising. Can we change the game with games?

Taking this question as a starting point, in this short advanced program our goal is to understand how game designers can address these complexities to incite change, fostering the sustainable co-existence of humans and the ecological systems. Creating games that motivate people to engage with these topics in a playful way could be one way of making critical issues intelligible and experienceable.

To be able to better discuss this topic, a set of specific details needs to be understood, namely:

- Game Cultures
- Dimensions of sustainability
- Best practices for project presentations
- Playful methods in future design (e.g. speculative design)
- Formal and dramatic elements of games
- Games as systems, economics of games
- Approaches to and methods of game design (playcentric approach)
- Community-Centered Design
- Designing digital games, urban games, social impact games, serious games, mixed reality games, alternate reality games
- Interaction design in games
- Design and implementation of social interaction in games
- Game content and design considerations to evoke motivation
- Creation of playful elements in immersive environments and affective infrastructures (e.g. for exhibitions and/or in the museum context)
- Motivation to play vs. motivation to change beliefs, attitudes, and behaviors
- Storytelling, dramaturgy and visual design of games

PROPOSED LEARNING OUTCOMES

At the end of this RUN-EU SAP, participants will be able to:

- Know crucial concepts and approaches of game design, theoretical approaches and indices of ecological, social and economic sustainability;
- Be capable of developing and prototypically realizing a concept focussing on future challenges (e.g. climate change, social segregation, digital divide) using games as a medium or creating playful experience(s);
- Work in multidisciplinary and multicultural teams;
- Communicate solutions for societal real problems and challenges that demand innovation and a varied set of skills.

DATE From 04 October to 01 November 2021 (Overall)

Online sessions and remote teamwork: 04 to 22 October

Contact Week: 25 to 29 October at FHV

Learning Assessment: 01 November

MODE OF DELIVERY Blended

LENGTH 4 weeks

Week 1

Intensive online sessions and setting the stage for teamwork

Weeks 2 and 3

Online teamwork and meeting the coaches (9h/week)

Week 4

Intensive Contact Week at FH Vorarlberg (Austria)

LOCATION Online + FHV (Dornbirn, Austria)

LANGUAGE OF INSTRUCTION English

ECTS CREDITS 03

EQF/LEVEL Bachelor/1st cycle (EQF 6).

Students from Master/2nd cycle (EQF 7) and PhD/3rd cycle (EQF 8) are welcome.

ACADEMIC RECOGNITION

to be defined by each Home Institution. In general terms, most students will have this RUN-EU SAP certified in the Diploma Supplement, as a minimal condition.

ELIGIBLE PARTICIPANTS

RUN-EU students from any cycle of studies. This SAP is interdisciplinary, but situated in the fields of Information & Communication Technologies and Arts & Design.

HOW TO APPLY

Fill in the Application Form **here**.

DEADLINE FOR APPLICATIONS

10 of September

CONTACT DETAILS

SAPchanginggames@ipca.pt



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SELECTION CRITERIA

Motivation, learning objectives, wide representation of subject areas/fields and balanced participation of RUN-EU member institutions. A maximum of 40 students will be selected for this programme.

The selection team will also take steps towards ensuring diversity and representativity.

LEARNING AND TEACHING STRATEGY

Active Learning, Peer Learning and Challenge-based Learning. Input sessions, team building, coaching and final presentation.

Collaborative Learning Platforms: Teams and Miro

There will be group work, hands-on exercises (prototyping and game jam) and individual assignments.

PRE-REQUISITES

No basic knowledge needed.

SPECIAL CONDITIONS

Computer with software (Adobe Illustrator, Photoshop, Unity and InDesign) required.

COURSE LEADERS | LECTURERS

Course leaders

Margarita Köhl (FHV)
Alberto Simões (IPCA)

Mandy Richter (FHV)

Marco Vale (IPCA)

Michael Kneidl (FHV)

Lecturers

Ana Catarina Silva (IPCA)
Eva Oliveira (IPCA)

Natasha Doshi (FHV)

Nino Brugger (FHV)

Pedro Mota Teixeira (IPCA)

Philipp J. Ehmann (FHV)

PHYSICAL MOBILITY/SCHOLARSHIPS AVAILABLE

To be managed by Home Institution.

Students' scholarships: Travel: 350€/person | Subsistence: 400€/week

Maximum number of mobile students: 35

Flows/Institution: Applicant selection aims for wide representation of partner institutions implying an average maximum of five students per university.

Final decision on the scholarships to be awarded falls under the responsibility of the Home Institution RUN-EU Project Leader and compulsorily requires IRO involvement.

STACKABILITY OPTIONS

RUN-EU SAP "Challenging Game Development", 2 ECTS credits, to be offered in late November/beginning of December.

MEANS AND CRITERIA FOR ASSESSMENT

Group work + participation, work process, functionality of prototype, final presentation, assignments and a final individual reflection report.

Fail or Pass Assessment.

CERTIFICATION

The participants who successfully complete this RUN-EU SAP will receive a Certificate of Participation and a Transcript of Records jointly issued by the organising institutions.

REFERENCE READING

Available soon.

GAME
CHANGING
GAMES

04 OCT
to 01 NOV
2021

PROGRAMME
AT A GLANCE

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	CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
	GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00
MONDAY 04/10			WELCOME & OPENING SESSION	LECTURE	Lunch Break		LECTURE		WORKSHOP	
TUESDAY 05/10				LECTURE	Lunch Break		WORKSHOP		BRIEFINGS	
WEDNESDAY 06/10			TEAM BUILDING	LECTURE	Lunch Break		WORKSHOP	TEAM WORK	BRIEFINGS	
THURSDAY 07/10			BRIEFINGS	LECTURE	Lunch Break		LECTURE	TEAM WORK	BRIEFINGS	
FRIDAY 08/10				COACHING	Lunch Break			PUBLIC PRESENTATIONS		
OCTOBER 11-15			MONDAY TEAM WORK 1h30	TUESDAY TEAM WORK 1h30	WEDNESDAY TEAM WORK 1h30		THURSDAY TEAM WORK 1h30		FRIDAY COACHING 3h00	
OCTOBER 18-22			MONDAY TEAM WORK 1h30	TUESDAY TEAM WORK 1h30	WEDNESDAY TEAM WORK 1h30		THURSDAY TEAM WORK 1h30		FRIDAY COACHING 3h00	
MONDAY 25/10				BRIEFINGS	Lunch Break			COACHING		
TUESDAY 26/10								CULTURAL PROGRAMME		
WEDNESDAY 27/10				WORKSHOP	Lunch Break			COACHING		
THURSDAY 28/10				BRIEFINGS	TEAM WORK	Lunch Break		COACHING		
FRIDAY 29/10				BRIEFINGS	COACHING	Lunch Break		PUBLIC PRESENTATIONS		FARE WELL PARTY
MONDAY 01/11										LEARNING REFLECTION

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04 OCTOBER

MONDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**MONDAY
04/10**

**WELCOME &
OPENING
SESSION**

LECTURE

Lunch Break

LECTURE

WORKSHOP

Welcome & Opening Session

- 🕒 09h00 - 10h00
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers
- 📄 Introduction, project outline, learning objectives.
Building collective rapport

Game Design Basics

- 🕒 10:00 - 12:00
- 👥 Individual Work
- 👤 Eva Oliveira (IPCA) and Marco Vale (IPCA)
- 📄 Formal and dramatic elements breakdown of games. The goal of the lecture is to analyse and understand core formal and dramatic game elements. The participants will then have the opportunity to analyze and identify game elements from a list of games provided. Participants will be focused on working with formal and dramatic elements of games, with system dynamics, and on understanding games' rhetorics. An overview of the development of Design for Sustainability from the early stages of 'Eco design',

Design for circular economy/ 'Cradle to Cradle' Design, Life Cycle Analysis (LCA) and 'Regenerative design'. The module will cover the basic principles, limitations, key terms opportunities and approaches and will give students a basic understanding of how to apply these through short case study and project work.

Game Design Basics: Patterns, Players' Typologies, Motivations to play, incentives

- 🕒 13h00 - 15h00
- 👥 Individual Work
- 👤 Margarita Köhl (FHV) and Mandy Richter (FHV)
- 📄 What is a game? Based on socio-cultural, psychological and historical perspectives on games, this module will answer this question by covering the fundamentals of game design. After outlining the principles of both intrinsic and extrinsic motivation, the focus lies on understanding how these principles can be applied in an effective way to fulfill specific psychological needs, such as autonomy, relatedness, and mastery. Drawing on a diverse range of players' typologies, we will assess how to gain insight into players' motivational patterns and outline methods of sustaining engagement with players.

Instrumental Gaming: A workshop about designing games as instruments

- 🕒 15h00 - 17h00
- 👥 Individual and Group Work
- 👤 Eva Oliveira (IPCA) and Marco Vale (IPCA)

📄 This workshop will provide an understanding on how to design games that work as instruments. It will provide a basic understanding of norms and conventions of games and on why to break them, in the search for ludic systems that work as design tools and frameworks for communication, for societal issues, for healthcare, for art and sciences, and for other subjects in which participants may display interest. The workshop will be divided into two parts. The first will be heavily focused on fast prototyping and testing, from paper to code, from analogue to digital, depending on the knowledge and expertise of the participants. The third, on playing, on experiencing, and on understanding the phenomena emergent from the developed system.

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05 OCTOBER

TUESDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**TUESDAY
05/10**

LECTURE

Lunch Break

WORKSHOP

BRIEFINGS

Change through Games

- 🕒 09h00 - 10h00
- 👤 Individual Work
- 👤 Philipp J. Ehmann (FHV)

📄 This lecture including a workshop-part enable you to understand how game creators and social innovators use games to examine civic issues and address complex real-world challenges. Different types of games which consider the environment as a playground such as urban and alternate reality games will be presented to outline how immersive media respectively emerging technologies can be integrated into a game design concept to facilitate a playful experience-driven exploration of the space.

Ideation/Conception/Storytelling

- 🕒 13h00 - 15h00
- 👤 Individual Work
- 👤 Margarita Köhl (FHV), Philipp Ehmann (FHV) and Natasha Doshi (FHV)

📄 This module consists of two parts, a lecture and a hands-on workshop. The lecture will shed light on the phases

Best Practice: Presentation/Research

- 🕒 10h00 - 11h00
- 👤 Individual Work
- 👤 Mandy Richter (FHV), Philipp J. Ehmann (FHV), Nino Brugger (FHV) and Michael Kneidl (FHV)

📄 This session will provide examples for impactful games and game-based approaches such as serious games and game-based learning at the intersection of arts & design, science and technology. Besides examples from the field of learning, examples from the area of speculative and critical design will be drawn on to elaborate on underlying approaches and modes of action. The spectrum encompasses digital as well as analog examples.

of the game design process, the “magic circle” as well as on approaches to and techniques of storytelling in games. In the workshop part we will develop a preliminary game concept including visualizations and a paper or digital prototype, which will be iteratively refined throughout the SAP.

Games & Sustainability

- 🕒 11h00 - 12h00
- 👤 Individual Work
- 👤 Margarita Köhl (FHV) and Mandy Richter (FHV)

📄 This lecture will promote understanding of social, ecological and economical dimensions of sustainability as well as their interrelations and provide fundamental knowledge of different approaches to sustainable development. Based on this, we will focus more closely how games or game-based approaches can be used to incite positive change fostering sustainable development.

Briefings

- 🕒 15h00 - 17h00
- 👤 Individual and Group Work
- 👤 SAP Course Leaders and Lecturers
- 📄 Q&A Session and Daily Reflection

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06 OCTOBER

WEDNESDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**WEDNESDAY
06/10**

**TEAM
BUILDING**

LECTURE

Lunch Break

WORKSHOP

**TEAM
WORK**

BRIEFINGS

Team Building

- 🕒 09h00 - 10h00
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers

- 📄 Form the teams and planning group activities and dynamics.

Interaction Design in Games

- 🕒 10h00 - 12h00
- 👥 Individual and Group Work
- 👤 Eva Oliveira (IPCA) and Marco Vale (IPCA)

- 📄 This lecture will focus on understating the variety of interaction mechanics, their use and their place in both the game genre and platform. Examples will range from basic input interactions to more elaborate hierarchical interactions in more complex scenarios. An exercise will also be presented to help solidify the elements shown in the lecture, in a more practical, real-world scenario.

Game Development Lifecycle in Unity

- 🕒 13h00 - 15h00
- 👥 Individual Work
- 👤 Alberto Simões (IPCA)

- 📄 This lecture's main goal is to introduce the main components of a digital game, ranging from the creation of assets (textures, sounds, models, etc) up to the creation of a scene and some basic code in Unity. While the lecture will include a little coding, the whole process will be clearly explained. The main goal is that attendees will understand what the basic building blocks of a game are, to be able to properly interact with game programmers. In order to follow this lecture it is important that the free version of Unity is installed in your computer. Any version of Unity should suffice.

Team Work

- 🕒 15h00 - 16h00
- 👥 Group Work
- 👤 Groups

Briefings

- 🕒 16h00 - 17h00
- 👥 Individual and Group Work
- 👤 SAP Course Leaders and Lecturers
- 📄 Daily Reflection

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07 OCTOBER

THURSDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**THURSDAY
07/10**

BRIEFINGS

LECTURE

Lunch Break

LECTURE

**TEAM
WORK**

BRIEFINGS

Briefings

- 🕒 09h00 - 10h00
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers

- 📄 Check-in/ Interim Teams Presentation.

Principles of Graphic Design and Effective Visual Communication in Game Design

- 🕒 10h00 - 12h00
- 👥 Individual Work
- 👤 Catarina Silva (IPCA)

- 📄 From the visual identity of the game to its interface and components, this module will help you improve your graphic design skills and create better communication and empathy with the user. We will tackle the building blocks of graphic design: typography, colour, layout and style, and get into the basics of iconography and metaphor. Finally, we will cover the principles of the creative process.

Basics of Character Design

- 🕒 13h00 - 15h00
- 👥 Individual Work
- 👤 Pedro Mota Teixeira (IPCA)

- 📄 The training aims to address the principles of character design taking into account an empathic, interactive and cinematic character. It approaches character illustration, exploring various fields, such as graphic language, plastic and dramatic expression, and seeks to leverage the processes of character creation by framing them in the context of illustration and especially in dynamic and interactive animation. It also explores the character's social identification and his individual form of expression as an element of high communicative value in videogame and arts.

Team Work

- 🕒 15h00 - 16h00
- 👥 Group Work
- 👤 Groups

Briefings

- 🕒 16h00 - 17h00
- 👥 Individual and Group Work
- 👤 SAP Course Leaders and Lecturers

- 📄 Daily Reflection

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08 OCTOBER

FRIDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**FRIDAY
08/10**

COACHING

Lunch Break

PUBLIC PRESENTATIONS

Coaching

- 🕒 09h00 - 12h00
- 👥 Group Work
- 👤 RUN-EU SAP Coaches

📄 Team Work and coaching

Public Presentations

- 🕒 13h00 - 17h00
- 👥 Group Work
- 👤 Groups, SAP Course Leaders and Lecturers

11 - 15 OCTOBER

MONDAY TO FRIDAY

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**OCTOBER
11-15**

MONDAY
TEAM WORK
1h30

TUESDAY
TEAM WORK
1h30

WEDNESDAY
TEAM WORK
1h30

THURSDAY
TEAM WORK
1h30

FRIDAY
COACHING
3h00

Team Work

- 🕒 At your pace
 - 👥 Group Work
 - 👤 Groups
- 📄 1h30 hours of Team Work per day from Monday to Thursday

Coaching

- 🕒 To be determined
 - 👥 Group Work
 - 👤 Groups and RUN-EU SAP Coaches
- 📄 3 hours of Team and Coaching Work on Friday

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18 - 22 OCTOBER

MONDAY TO FRIDAY

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

OCTOBER
18-22

MONDAY
TEAM WORK
1h30

TUESDAY
TEAM WORK
1h30

WEDNESDAY
TEAM WORK
1h30

THURSDAY
TEAM WORK
1h30

FRIDAY
COACHING
3h00

Team Work

- 🕒 At your pace
- 👥 Group Work
- 👤 Groups

📄 1h30 hours of Team Work per day from Monday to Thursday

Coaching

- 🕒 To be determined
- 👥 Group Work
- 👤 Groups and RUN-EU SAP Coaches

📄 3 hours of Team and Coaching Work on Friday

25 OCTOBER

MONDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

MONDAY
25/10

BRIEFINGS

Lunch Break

COACHING

Briefings

- 🕒 09h00 - 10h30
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers

📄 Check-in/introduction/Concept presentation.

Briefings

- 🕒 10h45 - 12h15
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers

📄 Concept presentation.
Meeting the coaches.
Conceptual review.
Integration of feedback..

Coaching

- 🕒 13h00 - 17h00
- 👥 Group Work
- 👤 Groups and RUN-EU SAP Coaches

📄 Team work.
Prototyping.
Coaching.



SHORT
ADVANCED
PROGRAMME



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26 OCTOBER





TUESDAY

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

TUESDAY
26/10

CULTURAL PROGRAMME

Cultural Programme

-  To be determined
-  Group Work
-  All participants, SAP Course
Leaders and Lecturers
-  Soon available



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27 OCTOBER

WEDNESDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

**WEDNESDAY
27/10**

WORKSHOP

Lunch Break

COACHING

Programming in Unity (Optional)

- 🕒 09h00 - 12h00
- 👤 Individual and Group Work
- 👤 Alberto Simões (IPCA)

📄 This workshop will be a follow-up to the introductory lecture on the Game Development Lifecycle. While for the first one there is almost no coding required, in this lecture a basic game will be developed, that will require writing C# code. Nevertheless, any knowledge of any programming language will be enough to follow it.

At the end of the lecture the attendees will have a basic but fully functional game, including a movable character, controlled by the player, that will be able to wander in a terrain, catch objects, and avoid foe characters.

Coaching

- 🕒 13h00 - 17h00
- 👤 Group Work
- 👤 Groups and RUN-EU SAP Coaches
- 📄 Team work and coaching

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28 OCTOBER

THURSDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

THURSDAY
28/10

BRIEFINGS

TEAM
WORK

Lunch Break

COACHING

Briefings

- 🕒 09h00 - 10h30
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers
- 📄 Check-in and outline design sprint.

Team Work

- 🕒 10h30 - 12h00
- 👥 Group Work
- 👤 Groups

Coaching

- 🕒 13h00 - 17h00
- 👥 Group Work
- 👤 Groups and RUN-EU SAP Coaches
- 📄 Team work.
Prototyping.
Coaching.

29 OCTOBER

FRIDAY 09h00 - 17h00 CET

CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00

FRIDAY
29/10

BRIEFINGS

COACHING

Lunch Break

PUBLIC PRESENTATIONS

FAREWELL
PARTY

Briefings

- 🕒 09h00 - 10h30
- 👥 Group Work
- 👤 SAP Course Leaders and Lecturers
- 📄 Check-in and preparation of presentation.

Coaching

- 🕒 10h30 - 12h00
- 👥 Group Work
- 👤 Groups and RUN-EU SAP Coaches
- 📄 Team work.
Finalising.

Public Final Presentations

- 🕒 13h00 - 16h00
- 👥 Group Work
- 👤 Groups, SAP Course Leaders and Lecturers, and RUN-EU representatives.
- 📄 Game Jam.

Farewell Party

- 🕒 16h00 - 17h00
- 👥 Group Work
- 👤 All participants, SAP Course Leaders and Lecturers, RUN-EU Project Leaders and invited guests



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01 NOVEMBER		MONDAY 13h00 - 16h00 CET									
CET	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00	17h00		
GMT	08h00	09h00	10h00	11h00	12h00	13h00	14h00	15h00	16h00		
MONDAY 01/11										LEARNING REFLECTION	

Learning Reflection

- 🕒 14h00 - 1700
- 👥 Group Work
- 👤 SAP Course Leaders, Lecturers and
RUN-EU Project Leaders